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FOR

**EFFECTIVE BUS UTILIZATION USING MULTIPLE  
BUSES AND MULTIPLE BUS CONTROLLERS**

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# **EFFECTIVE BUS UTILIZATION USING MULTIPLE BUSES AND MULTIPLE BUS CONTROLLERS**

## **BACKGROUND**

### **1. Field of the Invention**

[0001] This invention relates to computer architecture. In particular, the invention relates to multi-master systems.

### **2. Description of Related Art**

[0002] In a typical microprocessor system, a common bus is used to interface to the central processing unit (CPU), program memory, data memory, peripheral devices, direct memory access (DMA) controller, and other bus masters or slaves. In this traditional single bus system, only one master can use the bus at a time.

[0003] One technique to improve bus utilization is cycle stealing. Cycle stealing allows a master to steal some cycles from another master that is controlling the bus. This technique avoids bus monopoly by a master. However, the technique is limited to the maximum bandwidth of a single bus and requires extra circuit to provide cycle stealing operations.

[0004] Therefore, there is a need to have a technique to provide efficient bus accesses in a multi-master system.

## **SUMMARY**

[0005] The present invention is a method and apparatus to provide efficient bus accesses in a multi-master system. In one embodiment of the present invention, a bus controller is used in a multi-master system having first and

second processors. The bus controller includes a bus arbiter and a first multiplexer. The bus arbiter is coupled to the first and second processors via first and second master buses, respectively, to generate an arbitration select signal based on result of arbitrating bus access information from the first and second processors. The first multiplexer is coupled to the first and second master buses and a first slave bus in a plurality of slave buses to provide device access information selected from the bus access information using the arbitration select signal. The device access information is transferred to a first slave device connected to the first slave bus.

### **BRIEF DESCRIPTION OF THE DRAWINGS**

[0006] The features and advantages of the present invention will become apparent from the following detailed description of the present invention in which:

[0007] Figure 1 is a diagram illustrating a system in which one embodiment of the invention can be practiced.

[0008] Figure 2A is a diagram illustrating data flows for multiple accesses for the system shown in Figure 1 according to one embodiment of the invention.

[0009] Figure 2B is a diagram illustrating data flows for multiple accesses for the system shown in Figure 1 according to one embodiment of the invention.

[0010] Figure 3 is a diagram illustrating a bus controller shown in Figure 1 according to one embodiment of the invention.

[0011] Figure 4 is a diagram illustrating a common memory interface shown in Figure 1 according to one embodiment of the invention.

## DESCRIPTION

[0012] In the following description, for purposes of explanation, numerous details are set forth in order to provide a thorough understanding of the present invention. However, it will be apparent to one skilled in the art that these specific details are not required in order to practice the present invention. In other instances, well-known electrical structures and circuits are shown in block diagram form in order not to obscure the present invention.

[0013] Figure 1 is a diagram illustrating a system 100 in which one embodiment of the invention can be practiced. The system 100 includes N processors 110<sub>1</sub> to 110<sub>N</sub>, N master buses 115<sub>1</sub> to 115<sub>N</sub>, a master bus interface circuit 120, K slave buses 135<sub>1</sub> to 135<sub>K</sub>, slave devices 140<sub>jk</sub> (j=1, . . . ,K, k = 1, . . . ,L, 1, . . . M, 1, . . . ,K), a common memory interface 150, and a common memory 160.

[0014] Each of the N processors 110<sub>1</sub> to 110<sub>N</sub> is coupled to each of the N master buses 115<sub>1</sub> to 115<sub>N</sub>, respectively. The processors 110<sub>1</sub> to 110<sub>N</sub> are any processors that are capable of controlling their corresponding buses master buses 115<sub>1</sub> to 115<sub>N</sub>. The ability to control the bus includes asserting mastership, issuing access control signals (e.g., read and write), issuing address and data, etc. A processor that can have control of a bus is referred to as a master. A device that can only receive information on the bus is referred to as a slave. Examples of the processors 110<sub>1</sub> to 110<sub>N</sub> include microprocessor, digital signal processor, micro-controller, direct memory access (DMA) controller, etc. Examples of a slave include memory devices, peripheral devices (e.g., serial communication, parallel input/output devices). The N master buses 115<sub>1</sub> to 115<sub>N</sub> may be homogeneous or heterogeneous. Examples of include the Peripheral Interconnect Component (PCI) bus, the Industry Standard Adapter (ISA), or any specially designed bus.

[0015] The master bus interface circuit 120 provides interface between the N master buses 115<sub>1</sub> to 115<sub>N</sub> and the K slave buses 135<sub>1</sub> to 135<sub>K</sub>. The master bus

interface circuit 120 includes K bus controllers 130<sub>1</sub> to 130<sub>K</sub>. Each of the K bus controllers 130<sub>1</sub> to 130<sub>K</sub> is connected to the N processors 110<sub>1</sub> to 110<sub>N</sub> via the N master buses 115<sub>1</sub> to 115<sub>N</sub>, respectively, and each of the corresponding K slave buses 135<sub>1</sub> to 135<sub>K</sub>. By having an individual bus controller for each of the K slave buses 135<sub>1</sub> to 135<sub>K</sub>, the master bus interface circuit 120 allows any of the N processors 110<sub>1</sub> to 110<sub>N</sub> to access any of the K slave buses 135<sub>1</sub> to 135<sub>K</sub>.

**[0016]** The K slave buses 135<sub>1</sub> to 135<sub>K</sub> provide access to slave devices. Each of the K slave buses 135<sub>1</sub> to 135<sub>K</sub> is connected to a number of slave devices 140<sub>jk</sub> ( $j = 1, \dots, K, k = 1, \dots, L, 1, \dots, M, 1, \dots, K$ ). The L slave devices 140<sub>11</sub> to 140<sub>1L</sub> are connected to the slave bus 135<sub>1</sub>, ..., the M slave devices 140<sub>21</sub> to 140<sub>2M</sub> are connected to the slave bus 135<sub>2</sub>, ..., the P slave devices 140<sub>K1</sub> to 140<sub>KP</sub> are connected to the slave bus 135<sub>K</sub>. The K slave buses 135<sub>1</sub> to 135<sub>K</sub> may be homogeneous or heterogeneous, i.e., there may be a set of slave buses of the same type and other sets of slave buses of different types, or all the slave buses are of the same type. The slave devices may be any type of device that cannot or does not have control of the master buses. Examples of these slave devices 140<sub>jk</sub> ( $j=1, \dots, K, k = 1, \dots, L, 1, \dots, M, 1, \dots, K$ ) include slave processors, micro-controllers, memory devices, peripheral input/output (I/O) devices, network interface, printer controller, disk drive controller, media interface (e.g., graphics, audio, video), etc. Memory devices include random access memory (RAM), read only memory (ROM), flash memory, or even mass storage device such as compact disk (CD) ROM, floppy diskette, and hard drive.

**[0017]** The common memory interface 150 is connected to the K slave buses 135<sub>1</sub> to 135<sub>K</sub> and the common memory 160 to allow any of the N processors 110<sub>1</sub> to 110<sub>N</sub>, or even any of the slave devices 140<sub>jk</sub> ( $j = 1, \dots, K, k = 1, \dots, L, 1, \dots, M, 1, \dots, K$ ) to access the common memory 160. The common memory 160 is a memory that is common to all the N processors 110<sub>1</sub> to 110<sub>N</sub>. In other words, any of the N processors 110<sub>1</sub> to 110<sub>N</sub> can access the common memory 160 via an appropriate data path. Typically, the common memory 160 stores information that

is relevant to most or all processors and slave devices. The common memory 160 may contain data, records, structures, linked lists, configuration data, status information, messages, mails, etc. The common memory 160 may also contain program segments, routines, functions, library of functions, etc., that can be used by any of the N processors 110<sub>1</sub> to 110<sub>N</sub>. The common memory 160, therefore, may be program memory, data memory, or a combination of both.

**[0018]** Figure 2A is a diagram illustrating data flows for multiple accesses for the system shown in Figure 1 according to one embodiment of the invention.

**[0019]** In this illustrative example, processor 110<sub>1</sub> is a DMA controller that transfers a block of data from one device to another device (e.g., data memories), and processor 110<sub>N</sub> is a microprocessor that accesses a program memory and a common data memory.

**[0020]** The processor 110<sub>1</sub> follows two data paths 210 and 220. The processor 110<sub>1</sub> performs a DMA from the slave device 140<sub>11</sub> to the slave device 140<sub>21</sub>. The processor 110<sub>1</sub> provides access information (e.g., read address) to the slave device 140<sub>11</sub> via the data path 210 going through the master bus 115<sub>1</sub>, the bus controller 130<sub>1</sub> in the master bus interface circuit 120, the slave bus 135<sub>1</sub>, and then to the slave device 140<sub>11</sub>. The processor reads a block of data from the slave device 140<sub>11</sub>, then provides access information (e.g., address and write data) to the slave device 140<sub>21</sub> via the data path 220 going through the master bus 115<sub>1</sub>, the bus controller 130<sub>2</sub>, the slave bus 135<sub>2</sub>, and then to the slave device 140<sub>21</sub>.

**[0021]** The processor 110<sub>N</sub> follows a data path 230. For example, the processor 110<sub>N</sub> is a microprocessor fetching instructions from a program memory stored in slave device 140<sub>K1</sub>. The data path 230 goes through the master bus 115<sub>N</sub>, the bus controller 135<sub>N</sub>, the slave bus 135<sub>K</sub>, to the slave device 140<sub>K1</sub>. The processor 110<sub>N</sub> may also follow data path 240 to go through the common memory interface 150 and to the common memory 160.

**[0022]** It is noted that the two processors 110<sub>1</sub> and 110<sub>N</sub> can perform their respective function simultaneously. The two processors follow separate and independent data paths and therefore there is no bus conflict or contention. In this illustrative example, the DMA controller 110<sub>1</sub> can perform DMA transfers efficiently while the microprocessor 110<sub>N</sub> continues program execution. It is also noted that use of two processors is for illustrative purposes only. Any number of processors can have concurrent accesses to their respective slave devices.

**[0023]** Figure 2B is a diagram illustrating data flows for multiple accesses for the system shown in Figure 1 according to one embodiment of the invention.

**[0024]** In this illustrative example, processor 110<sub>1</sub> is a DMA controller that transfers a block of data from one device to the common memory, and processor 110<sub>N</sub> is a microprocessor that writes data to two peripheral devices.

**[0025]** The processor 110<sub>1</sub> follows two data paths 240 and 250. The processor 110<sub>1</sub> performs a DMA from the slave device 140<sub>11</sub> to the common memory 160. The processor 110<sub>1</sub> provides access information (e.g., read address) to the slave device 140<sub>11</sub> via the data path 240 going through the master bus 115<sub>1</sub>, the bus controller 130<sub>1</sub> in the master bus interface circuit 120, the slave bus 135<sub>1</sub>, and then to the slave device 140<sub>11</sub>. The processor reads a block of data from the slave device 140<sub>11</sub>, then provides access information (e.g., address and write data) to the common memory 160 via the path 250 going through the master bus 115<sub>1</sub>, the bus controller 130<sub>1</sub>, the slave bus 135<sub>1</sub>, the common memory interface 150, and then to the common memory 160.

**[0026]** The processor 110<sub>N</sub> follows two data paths 260 and 270. For example, the processor 110<sub>N</sub> is a microprocessor writing data to both slave devices 140<sub>21</sub> and 140<sub>K1</sub>. The data path 260 goes through the master bus 115<sub>N</sub>, the bus controller 135<sub>2</sub>, the slave bus 135<sub>2</sub>, to the slave device 140<sub>21</sub>. The data path 270 goes through the master bus 115<sub>N</sub>, the bus controller 135<sub>N</sub>, the slave bus 135<sub>K</sub>, to the slave device 140<sub>K1</sub>.

[0027] As in the illustrative example shown in Figure 2B, the two processors 110<sub>1</sub> and 110<sub>N</sub> can perform their respective function simultaneously. The two processors follow separate and independent data paths and therefore there is no bus conflict or contention. Again, any number of processors can access their respective slave devices via the bus controller 120.

[0028] Figure 3 is a diagram illustrating a bus controller 130j shown in Figure 1 according to one embodiment of the invention. The bus controller 130j includes a bus arbiter 310, a write multiplexer 320, an address decoder 330, a read multiplexer 340, and a de-multiplexer 350.

[0029] The bus arbiter 310 is connected to the N processors 110<sub>1</sub> to 110<sub>N</sub> via the N master buses 115<sub>1</sub> to 115<sub>N</sub>. The bus arbiter 310 generates an arbitration select signal 315 based on result of arbitrating bus access information from the N processors 110<sub>1</sub> to 110<sub>N</sub>. The arbitration may be based on some predefined prioritization scheme. The prioritization may be fixed or static or variable or dynamic. In a static prioritization, each processor is assigned a fixed priority level. When two or more processors access the same slave bus, the processor having higher priority level will be given control. In a dynamic prioritization, the priority level is variable and may be based on some dynamic algorithm. For example, each priority level may be adjusted up or down depending on how frequently the corresponding processor has been allowed to have access to the bus. The arbitration select signal 315 essentially encodes the processor select information, which can be used to select the corresponding processor that is given access.

[0030] The write multiplexer 320 is used to transfer the device access information from the selected processor to the destination slave device. The N inputs of the write multiplexer 320 are connected to the N master buses 115<sub>1</sub> to 115<sub>N</sub>. The output of the write multiplexer is connected to one of the slave buses 135<sub>1</sub> to 135<sub>K</sub>. Each of the bus controllers 130<sub>1</sub> to 130<sub>K</sub> is assigned to each of the slave buses 135<sub>1</sub> and 135<sub>K</sub>. The arbitration select signal 315 selects the bus access



information from the processor that wins in the arbitration. The selected device access information is then transferred to the corresponding slave bus and directed to the destination slave device connected to that slave bus. The device access information includes information relating to the device access such as the device request, the slave address and the data to be written to the slave device.

**[0031]** The address decoder 330 is connected to the bus arbiter 310 and the write multiplexer 320 to decode the slave address as provided by the device access information from the write multiplexer 320. The decoded slave address specifies the destination slave device. The address decoder 330 generates a number of device select signals, one of which is active to correspond to the destination slave device. The address decoder 330 also generates a device select signal 335 based on the specified slave address. The device select signal 335 is used to select device response information from the read multiplexer 340.

**[0032]** The read multiplexer 340 is connected to the designated slave bus to provide bus response information from the device response information using the device select signal 335. The device response information includes a device ready signal and the read data provided by the specified slave device.

**[0033]** The de-multiplexer 350 is connected to the read multiplexer 340 and the N processors 110<sub>1</sub> to 110<sub>N</sub> to transfer the bus response information from the read multiplexer 340 to the processor that wins the arbitration as provided by the arbitration select signal 315 from the arbiter 310. The de-multiplexer 350 may be implemented by tri-state bus drivers connected to the N master buses 115<sub>1</sub> to 115<sub>N</sub>, and a decoder. The decoder decodes the arbitration select signal 315 into N enable signals one of which is active. The active enable signal corresponds to the processor that wins the arbitration.

**[0034]** The bus controller 130<sub>j</sub> therefore provides bi-directional access between the N master buses 115<sub>1</sub> to 115<sub>N</sub> and the slave bus 135<sub>j</sub>. In addition, the bus controller 130<sub>j</sub> allows any one of the slave devices connected to the slave bus

135<sub>j</sub> to be accessed. Since there are K bus controllers in the master bus interface circuit 120 corresponding to K slave buses 135<sub>1</sub> to 135<sub>K</sub>, respectively, concurrent or parallel accesses between any of the processors 110<sub>1</sub> to 110<sub>N</sub> to any of the slave devices is possible.

**[0035]** Figure 4 is a diagram illustrating the common memory interface 150 shown in Figure 1 according to one embodiment of the invention. The common memory interface 150 includes a multiplexer 410, a de-multiplexer 420, and an interface controller 430.

**[0036]** The multiplexer 420 has K inputs connected to K slave buses 135<sub>1</sub> to 135<sub>K</sub>. The output of the multiplexer 420 is connected to the common memory 160. The multiplexer 420 transfers the common memory access information to the common memory 160 using a select signal provided by the interface controller 430. The common memory access information includes memory select signals and data to be written into the common memory 160.

**[0037]** The de-multiplexer 420 routes the memory access information to the proper slave bus based on another select signal provided by the interface controller 430. The de-multiplexer 420 may be implemented by K tri-state bus drivers and a decoder which is used to enable one of the K tri-state bus drivers. The K tri-state bus drivers are connected to the K slave buses 135<sub>1</sub> to 135<sub>K</sub>. The memory access information includes the read data provided by the common memory 160 to the selected slave bus.

**[0038]** The interface controller 430 includes circuit to generate select signals based on the control signals from the N processors 110<sub>1</sub> to 110<sub>N</sub> or based on one designated supervisor processor within the N processors 110<sub>1</sub> to 110<sub>N</sub>.

**[0039]** By coupling to K slave buses 135<sub>1</sub> to 135<sub>K</sub>, the common memory interface 150 allows any of the N processors 110<sub>1</sub> to 110<sub>N</sub> or any of the slave devices 140<sub>jK</sub> to have access to the common memory 160.

[0040] While this invention has been described with reference to illustrative embodiments, this description is not intended to be construed in a limiting sense. Various modifications of the illustrative embodiments, as well as other embodiments of the invention, which are apparent to persons skilled in the art to which the invention pertains are deemed to lie within the spirit and scope of the invention.